



LIVE™

ONLINE ENABLED



NINJA GAIDEN

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching videogames.

These seizures may have a variety of symptoms, including light headedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms —children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front-or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Prologue

The evil Dark Dragon Blade...

A legendary sword, said to have been carved out of the bones of a Black Dragon, it brought plague and death to the world during the age of ancient myth. It has been sealed by those of the Dragon Lineage since the dawn of history because of its incredible capacity for evil, made possible by the souls of the vanquished Black Dragons that dwell within it. It is said that if the Blade's seal were to be broken, it would gather the hatred and evil of mankind and confer it upon the one who wields it, transforming him into the Devil incarnate; however not even those of the Dragon Lineage who protect it know the true extent of its power...

The Dragon Sword...

Another weapon protected by the Dragon Lineage since ancient times. This sword, which is said to have been used by Ancient warriors to slay the Black Dragons, is now handed down from generation to generation in the Hayabusa Ninja Clan, the modern descendants of the Dragon Lineage.

And now, the Dragon Sword is gripped firmly in the hands of young Ninja Ryu Hayabusa...

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Note: The game screens in this manual may differ slightly from the actual game. This game is a work of fiction. Any resemblance to actual persons, places, or organizations is purely coincidental.



Getting Started

Xbox Live

Take Ninja Gaiden Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, set up a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

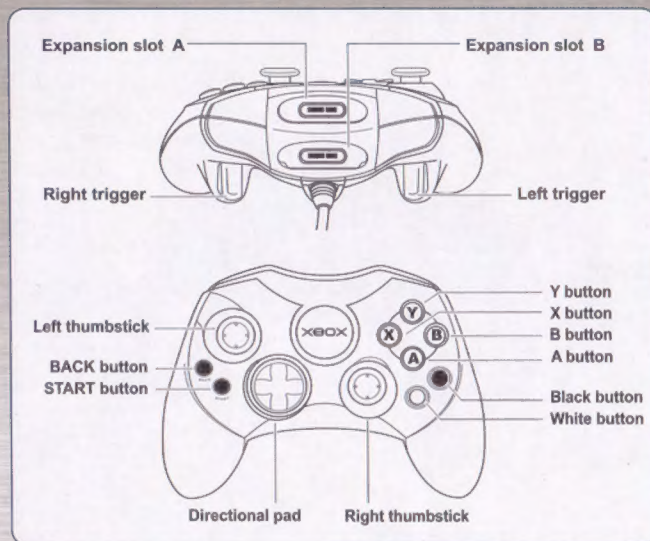
Downloadable Ninja Gaiden Content

If you are an Xbox Live subscriber, you can download the very latest content (such as "new levels, missions, weapons, vehicles, and more") to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Using the Xbox Controller



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers.
2. Insert any peripherals (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play Ninja Gaiden.

Basic Controls

Controls During Gameplay



Controls Inside Menu



Note: All button assignments in this manual refer to the default controller settings.

Beginning a Game and Game Over

Beginning a Game

Press the Start Button at the Title Screen to display the Main Menu. Choose the desired menu item using the Left Thumbstick or the Directional Pad and press the X Button to confirm your selection.



New Game

This menu item starts the game from the beginning. Please select the difficulty level at which you would like to play (Normal, Hard, or Very Hard).



Load Game

Continues the game from the point at which it was saved. Select the save game data that you wish to use in order to continue the game.



Master Ninja Tournament

Select this to play Ninja Gaiden online using Xbox Live.

Options

This item displays the Options Screen, which allows for the modification of various game settings.

Saving

The state of a game in progress can be saved at a number of save points located throughout the game world. When saving, please choose which file number you would like to save under. A maximum of 10 separate saved games can be created.



Ninja Gaiden only supports the Xbox internal hard drive for the saving of games. Memory Units are not supported. In order to save the system configuration data, 1 block of free space is required. Saved games require 7 blocks each. If old saved game data is overwritten with new data, the old data will be permanently lost.

Please do not press the power or eject buttons on the Xbox, or insert or remove controller cables, while saving or loading the game, as this may cause the data to become corrupted.

When continuing the game from a saved game file, it is possible that the load time before the game begins will become slightly longer, particularly when a different game has been played before Ninja Gaiden.

Game Over

The game ends if the main character, Ryu Hayabusa, dies.



Continue

After the Game Over screen is displayed, selecting Continue will allow you to restart from the last save point at which you saved the game. Continuing will not be possible if no saved game data exists.

Resetting the Game

Pressing the Start and Back Buttons simultaneously for 2 seconds will reset the game to the Title Screen.

Option Settings

Select OPTIONS from the Main Menu.

Various game settings may be modified as follows:



GENERAL SETTINGS

Turn subtitles on or off.

It is also possible to view the total game play time. In addition, players can choose the flag of their country of residence. This will be used for the Master Ninja Tournament on Xbox Live.

AUDIO SETTINGS

Adjust the volume of music, sound effects, and speech.

CONTROLLER SETTINGS

Configure button assignments, turn vibration on and off, configure the thumbsticks in 1st person view mode, and set the thumbsticks controls during swimming.

VIDEO SETTINGS

Adjust gamma values and set the aspect ratio the game will use.

WARNINGS

Displays warning messages.

Karma

Karma refers to points that are used to evaluate the player's performance in controlling Ryu during his intense battles. By pushing the White Button during play, a Karma Window will appear on the screen below the Life Gauge.



At the end of each chapter, the total amount of Karma earned during that chapter will be calculated and displayed.



The Game Screen



1 Health Gauge
Shows Ryu's physical strength. If it is fully depleted, he dies.



2 Ki Gauge
Shows Ryu's spiritual power (Ki). It is depleted when he uses Ninpo magic attacks.

3 Ninpo Indicator
Shows the type of Ninpo that is currently equipped.

4 Breath Gauge (when underwater)
Shows Ryu's remaining breath when he is underwater. When it is fully depleted, he begins to lose health.

5 Item Display
Shows the status of items being used (such as the number of arrows remaining, etc.)

6 Hit Count
The number of times Ryu has hit enemies in succession.

7 Interact Display
Indicated places where Ryu can interact with something by pressing the X Button.

8 Boss Health Gauge
Shows the remaining health of boss enemies.

Pause Menu Screen

Pressing the Start Button during play brings up the Pause Menu. Use the Left and Right Triggers to select the desired screen.

Weapon Screen



One item each from the Melee Weapon, Projectile Weapon, and Armlet categories can be equipped using this interface. Pressing the Y Button at the Melee Weapons screen will open the Techniques list for the highlighted weapon.

Weapon Level Indicator

Ninpo Screen



One Ninpo magic attack can be equipped using this interface.

Ninpo Level Indicator

Item Screen

Items can be used and examined using this interface.

Nine Letters Indicator

Health Gauge

Ki Gauge



Number of Golden Scarabs in Possession

Amount of Yellow Essence Currently in Possession

Number of Currently Selected Items in Possession

Info Screen

View various types of information using this menu.



Archives Displays the contents of books and scrolls found throughout the journey.

Chapter Displays the chapter introduction again during play.

Kunai Scrolls Displays the most recent Kunai Scroll information.

Map Screen



This interface allows you to view maps of various locations in the game world.

Ryu Hayabusa

Doors

- Yellow: Unexplored doors
- Blue: Doors that will open
- Red: Doors that will not open yet

Map Screen Controls

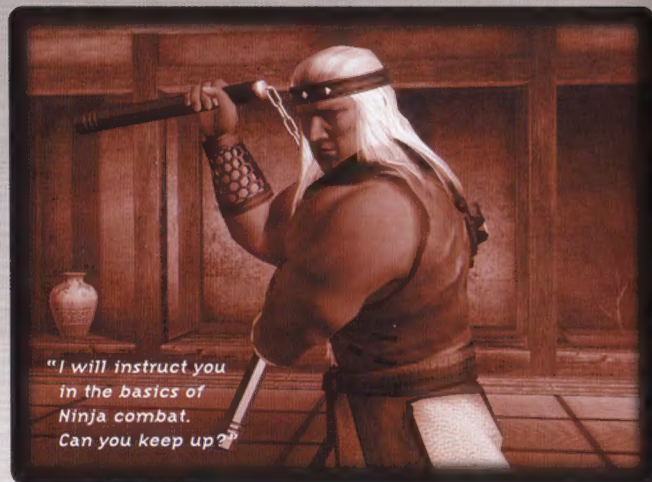
After choosing the desired location from the location list, choose the map you wish to view using up and down on the Left Thumbstick. Pressing the X Button will then allow you to manipulate the maps.

Left Thumbstick Scrolls the map in 4 directions.

Left Trigger Zoom Out

Right Trigger Zoom In

Basics of Ninja Combat



Basic Movements



Walking and Running

Use the Left Thumbstick to move. Lean it slightly to walk and fully to run.



Jump

Use the A Button to jump.



Melee Weapon Attack

Both the X Button and the Y Button are used for melee attacks; however, the Y Button is capable of more intense attacks. Use the two types of attacks together to form combination attacks.



Projectile Weapon Attack

Use your Projectile Weapons with the A Button.



Ninpo

Use Ninpo magic attacks by pressing the Y and B Buttons simultaneously.



Blocking

Use the Left Trigger to block enemy attacks.



Interact

Press the X Button when you see the Interact display on the screen to interact with objects in the environment. Know the importance of the X Button!

Wall Running



You can run on walls by jumping diagonally towards a wall and continuing to hold down the Left Thumbstick.



By jumping straight at walls, you can run right up them.

Wall Running Jump

You can also jump in the middle of a wall run.



To reach places that at first glance seem unreachable is one of the true strengths of a Ninja.

Flying Bird Flip

Jump while running straight up a wall.



Of course you must perfect this technique to open up new paths.

Wall Clinging



When jumping on a wall, let go of the Left Thumbstick right after impact on the wall to perform a wall cling for a short period of time. You can also jump from a wall cling.



Horizontal Jump

Jumping from a horizontally-facing wall cling allows for unexpected directional shifts and is one of the most extreme wall-jumping techniques. It may provide possibilities to break through tough situations.

Hanging



Hanging after running up walls

If there is a handhold after running up a wall you can hang on the edge.



Hanging after a jump

If there is a handhold such as a rail or bar, you can hang by jumping and clinging onto it.



Hanging after running

When running near a ledge you will often be able to hang instead of running off.

Controls while hanging

Lean the Left Thumbstick to move left and right.

If there is stable ground above press the A Button to pull yourself up.

Leaning the Left Thumbstick down and pressing the A Button allows you to drop down.

Swinging

Jump forward strongly in front of poles and branches to swing on them. While swinging, press the A Button to jump off, making use of your momentum.



Reverse Wind Technique



Leaning the Left Thumbstick in the desired direction while blocking with the Left Trigger performs the Reverse Wind rolling maneuver. Use it to dodge enemy attacks and circle around them.

Wind Run Technique

Pressing the X Button and A Button simultaneously allows you to perform the Wind Run, a jump that homes in on the nearest enemy.

Swimming

Use the Left Thumbstick to point yourself in the desired direction and press the A Button to swim.



Breath Gauge

While swimming, keep an eye on the Breath Gauge to keep from drowning. Everything is different underwater. Be prepared.

Note: The up and down directions of the Left Thumbstick while swimming can be inverted using the Options Menu.

Running on Water



When stepping off of land onto water, press the A Button rapidly. A Ninja should have no problems running across water.

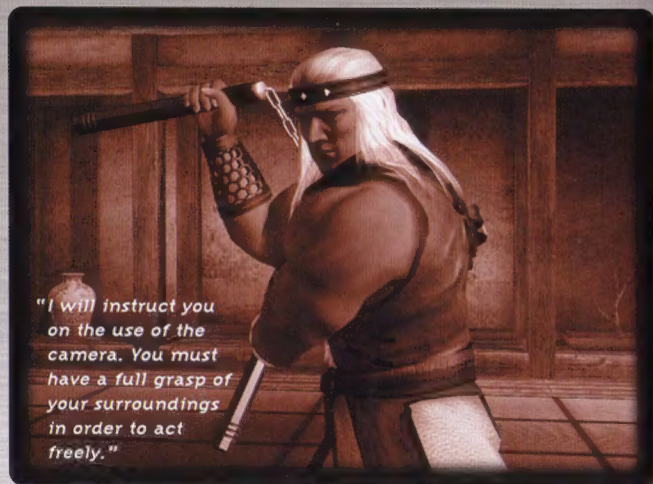
Bow and Arrow (Precision Aiming)



Hold down the B Button to draw the bow and then lean the Left Thumbstick to enter the 1st person precision aiming mode. Use the Left Thumbstick to aim the arrow and release the B Button to shoot.

In this view, you can zoom in up to 2 steps using the Right Trigger to assist in accurate aiming.

Using the Camera



1st Person View Mode

By leaning the Right Thumbstick you can enter 1st person view mode, allowing you to look freely in any direction.

Exit this mode by using any of the keys on the controller other than the Right Thumbstick.

The 1st person view mode can also be toggled on and off by pressing in the Right Thumbstick.

Note: It is possible to reverse the direction of the Right Thumbstick's input using the Options menu.

Center Camera Behind Player

While in standard camera mode it is possible to center the camera's viewpoint behind yourself by using the Right Trigger.



The Secrets of Ninpo

"Ninpo is one of the most destructive attacks that Ninja have at their disposal. The techniques for using them are written on old scrolls.

After finding a scroll equip it using the Ninpo Screen in the Pause Menu.

The power of Ninpo can be increased by using an item called the Jewel of the Demon Seal.

Using Ninpo attacks depletes your Ki power, but do not hesitate to utilize them in difficult situations."

The Art of the Inferno

A technique that allows you to control fire at will, first enveloping yourself in flame and then shooting a fireball out in front of you. This technique is particularly effective when attacking enemies in front of you..



The Art of the Ice Storm

A technique that allows you to quickly change the atmosphere around yourself, creating a whirlwind containing sharp shards of ice; it traps surrounding enemies in an ice storm.



The Art of the Inazuma

A technique that allows Ryu to amplify his internal bioelectric current and blast it out to the surrounding area; this technique allows you to attack all surrounding enemies within a certain distance.



Advanced Weapon Attack Techniques

"These are the most important, most essential techniques available to us. However, I cannot tell you everything. I can instruct you only enough to get you started."

Wall-based Attacks

Of course you can attack while performing wall-based actions; the damage potential is also extreme. You cannot be called a true Ninja if you cannot use the walls properly.



Ultimate Techniques

After defeating enemies, Essence is released into the air, where it floats. If you press the Y Button and hold it in these situations, your weapon will absorb nearby Essence and become charged with power until it is ready to explode. That is when you should release the Y Button. The pent-up energy of the Essence lends an unfathomable strength to your attack.



Ultimate Techniques for each weapon are different. Also, you must not forget that enemies defeated by an Ultimate Technique release more Essence than usual. Ultimate Techniques are like breeder reactors for Essence; that is the whole point.

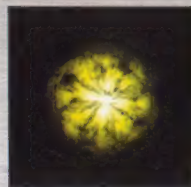
Now go and fight! Learn to use various weapons to their fullest and become a true Ninja Master!

Essence

Essence consists of energy-laden souls left over after enemies are dispatched. If you move near them Ryu will absorb them. There are multiple types and sizes of Essence; the larger the Essence the more useful it will be.

Yellow Essence

A secretly-used currency. Necessary to buy items or upgrade weapons. A must-have when going to the Weapons and Tools Shop.



Blue Essence

Replenishes some of Ryu's health.



Red Essence

Replenishes some of Ryu's Ki power.



Items

A wide range of items can be found throughout the game. They can be used or examined using the Pause Menu.



Power-Up Items

By using these invaluable items on the Pause Menu, Ryu's attributes will permanently increase.



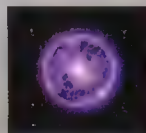
Life of the Gods

Increases Ryu's health gauge. Every time one of these is used, one of the nine characters on the Nine Letter Indicator light up. If all nine become lit, Ryu's health will permanently increase.



Spirit of the Devils

Increases Ryu's Ki power gauge.



Jewel of the Demon Seal

Increases the level of one of the Ninpo attacks.

Armlets

Armlets allow you to fine-tune the balance of Ryu's attributes. One Armlet at a time can be equipped using the pause menu



The Armlet of the Sun

Increases attack power.



The Armlet of the Moon

Increases defensive power.

There are many others as well.

Golden Scarabs



A legendary treasure, these can be found scattered throughout the world but they are very rare; hence, they are desired by collectors everywhere. It is rumored that a man by the name of Muramasa is very keen on getting his hands on some of these...

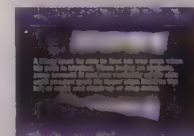
Technique Scrolls



Scrolls containing the secrets to extremely powerful hidden combat techniques that were developed long ago. After reading these, you will learn very powerful techniques. Use them to further perfect yourself!

Technique Scrolls that you have collected can be seen using the Archives selection on the Pause Menu Info Screen.

Kunai Scrolls



You will no doubt encounter Kunai throwing knives adorned with iris petals during your adventure. These Kunai always have a scroll attached that provides very useful information. Do not leave them behind.

The most recent Kunai Scroll that you have collected can be seen using the Kunai Scrolls selection on the Pause Menu Info Screen.

Muramasa's Weapons and Tools

An extremely useful shop, run by a wizened old man named Muramasa. In addition to blacksmithing, the shop also sells a variety of items. There are 3 categories on the Weapon Shop menu:

Shop



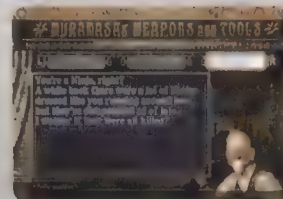
Buy products with Yellow Essence.

Blacksmith



Temper and sharpen your weapons to level them up by spending Yellow Essence. There are some weapons that cannot be upgraded at the Blacksmith.

Talk

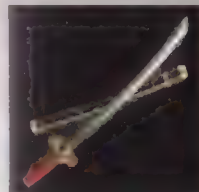


Speak with the store owner, Muramasa, and take advantage of the wisdom of his old age.

Weapons

Primary Weapons

There are many Primary Weapons available. Here are a few representative selections from the list of formidable weapons, many of which are upgradeable into other forms:



Dragon Sword

A Japanese sword passed down through the generations in the Hayabusa Ninja Clan. It is said to have been carved out of the fang of a dragon.



Nunchaku

An Eastern weapon made by joining two sticks together with a chain. It is very suited to free-form combo attacks.



War Hammer

A War Hammer said to have been made by medieval Vigoorians. It was primarily made for exterminating Fiends, but can destroy many other things as well...

Projectile Weapons

Here are a few examples of the many Projectile Weapons available:



Shuriken

Simple, cross-shaped throwing stars; they are an indispensable part of every Ninja's arsenal.



Bow and Arrow

As a projectile weapon that makes no sound, it is of great use to the Ninja during their covert activities.

Character Introductions

Ryu Hayabusa

The main character of the game. A descendant of the Dragon Lineage, he is a young member of the Hayabusa Ninja Clan. His father Joe Hayabusa, the head of the clan, has left the village to train in the mountains and has entrusted Ryu with the Dragon Sword, an ancient sword that has been passed down through generations of clan leaders.



Rachel

A Vigoorian Fiend Hunter, she is continually searching for a relative of hers who was turned into a Fiend. She possesses genes that give her abnormal strength at the expense of making her susceptible to turning into a Fiend like her relative. She can sense where Fiends are.



Murai

A Master Ninja possessing unsurpassed skill in all of the Ninja arts, Murai also has a deep connection with Ryu. Although he was a member of the Hayabusa Ninja Clan, events that occurred in the past caused Murai to leave and form his own rogue Ninja organization, the Shadow Clan.

Ayane

A kunoichi, or female Ninja, in the Hajin-Mon sect of the Mugen Tenshin Ninja Clan. Although she was born into the ruling family of the clan, certain circumstances forced her to be raised in partial secrecy. Highly skilled in all of the Ninja arts, she has become an important asset for Murai at the young age of 14.



Kureha

One of the protectors of the Hayabusa Village shrine; she has known Ryu since childhood.



Muramasa

A wizened old man, he appears to be over 100 years old. He runs a weapon and tool shop, but is also a renowned blacksmith. He has erected bronze statues of himself at various locations throughout the world.

The Dark Disciple

A mysterious figure who disguises his true identity with a mask and black hood; his natural voice is undetectable through his machine-enhanced vocalization. He remains behind the scenes during the events that occur in the Vigoor Empire, observing the actions of Ryu and the movements of the Dark Dragon Blade.



Gamov

A Special Agent of the Vigoor Empire Internal Affairs Bureau; he observes the movements of the infiltrator Ryu Hayabusa. It would seem that his interest as an intelligence officer lies beyond Ryu, however...



Alma, Greater Fiend

One of the Greater Fiends, a powerful group within the Vigoor Empire, she became a Fiend after lured in by Doku.



Doku, Lord of the Greater Fiends

One of the Greater Fiends, he is a heavily armored dark knight. He lured Alma into the fold and turned her into a Fiend.

The World of Ninja Gaiden

The Dragon Lineage

An ancient race of beings that was said to have defeated the sinister Evil Deities in the age of ancient myth; the descendants of this bloodline came to be known in a later age as the Dragon Ninja, the modern-day Hayabusa Ninja Clan. The leader of these people has throughout history always carried the legendary Dragon Sword, used to defeat evil wherever it surfaced. It is the fate of the Dragon Lineage to be inexorably linked to their nemeses, the Evil Deities.

Fiends

A race of monsters that is seen only rarely in the Vigoor Empire, they are the result of a transformation in certain humans and other animals that carry a susceptible genetic code; it is speculated that certain unique factors in the Vigoorian environment also facilitate this phenomenon. As a result, epidemiologists believe it to be endemic to the Vigoor Empire. The Fiends have long been subjects of fear and awe, and a culture of Fiend worship is still very prevalent in Vigoor. Fiends of a special rank and ability are known as Greater Fiends.

The Vigoor Empire

An imperialistic nation located in a land-locked area in western Asia. The country remains shrouded in mystery due to its long-standing policy of national seclusion. Vigoor maintains a unique belief system as its state religion. Its leader, the Holy Vigoor Emperor, holds supreme power in both the political and religious worlds; however, details surrounding him are slight.

Master Ninja Tournament

Connect to Xbox Live to play the online game mode. After choosing Xbox Live on the Main Menu, the Gamer Tag screen will appear. Please select a Gamer Tag and connect or create a new Gamer Tag if you do not have one.



After connecting, you should see the latest information and news regarding online play. And then, a new saga in Ryu Hayabusa's adventure will begin...

The Classic Ninja Gaiden Series

Performing a specific action during the game will allow you to play all three of the classic masterpiece Ninja Gaiden games. You will discover how to unlock the Classic Ninja Gaiden Series during your adventure in the new game.

Beginning the Game

Select between the following options on the Classic Ninja Gaiden Main Menu.

NEW GAME

Starts the game at the beginning.

Choose which Classic title you would like to play on the Title Select Screen.

CONTINUE

Continue a game in progress by inputting a password.

Game Over

If you select Continue after the Game Over screen, you may continue the game from the stage at which you were playing. If you select Reset, you will be taken back to the opening of the title you were playing. The password for the stage you were playing will be displayed on the Game over screen, so please note it for future play.

Quit Playing

Pressing the Start Button during play will bring up the pause screen. At this screen:

- Press the Y Button to return to the opening of the title you are currently playing
- Press the B Button to stop play and return to the new Ninja Gaiden main game

Either of these methods can be used to quit playing the Classic Ninja Gaiden games.

Also, at any time during play of the Classic Series games, pressing and holding the Start and Back buttons simultaneously will return you to the new Ninja Gaiden main game.

Note: It will take a short amount of time to return to the new Ninja Gaiden main game after quitting the Classic Series games.

Classic Ninja Gaiden Controls

Button Assignment	Function
Basic Controls	
←→	-Run
↓	-Crouch
↑↓ while on a Ladder (NG I) Up or Down while on a Wall (NG II/III)	-Climb or Descend
X	-Attack
A	-Jump
↑+X	-Ninjutsu Attack
Start	-Confirm Selection/Start Game (at the Title Screen) -Pause Game -Skip Cutscenes
Wall Jumping	
A+← or → while on a Wall	-Wall Jump -Where there are walls on both sides of an area, hold down A continuously while pressing ←→Left or Right to do a Multistage Wall Jump
Press A continuously and press ←→Left and Right quickly	-Climbing Wall Jump (a technique in which you climb a wall using many small jumps)
Hanging (Ninja Gaiden III)	
← or →	-Move
A	-Jump Up
↓+A	-Jump Down
X	-Ninjutsu Attack

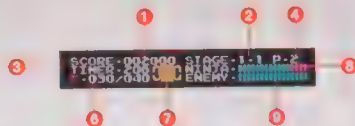
The Screen Display in Ninja Gaiden I

1. Points
2. Stage Number
3. Timer
4. Lives Remaining
5. Ninjutsu Power
6. Ninjutsu Item
7. Ryu Hayabusa's Health
8. Boss Enemy's Health



The Screen Display in Ninja Gaiden II/III

1. Points
2. Stage Number
3. Timer
4. Lives Remaining
5. Ninjutsu Power
6. Ninjutsu Item
7. Ryu Hayabusa's Health
8. Boss Enemy's Health









- 1 Point Display
- 2 The current stage number
- 3 Time remaining. If it runs out, Ryu dies.
- 4 Lives remaining. If they all run out, the game will end.
- 5 Remaining Ninjutsu Power
- 6 Remaining Ninja Power. The left number is the current amount of Ninjutsu Power available, and the right number is the maximum amount of Power that can be carried.
- 7 The type of Ninjutsu Item that is available for use.
- 8 Ryu's health. If it runs out, he dies.
- 9 The health of the Boss Enemy of the current stage. When this is down to 0, you have beaten the stage!

Items and Ninjutsu Items





Items can be found after destroying lamps and other objects in the environment.

Ninjutsu Items allow you to use Ninjutsu attacks provided that you have the required amount of Ninjutsu power available.

Ninja Gaiden I Items







Item		
	Ninjutsu Power	Gives the points necessary to use Ninjutsu Items. Blue is worth 5 points, and red 10.
	Time Stop	Freezes all enemies in their tracks for 5 seconds.
	Bonus	Increases your points. Blue is worth 500 points, and red 1000.
	Medicine	Restores 6 bars of Ryu's health.
	1-Up	Increases Ryu's remaining lives by one.
	Invincible Fire Wheel	Transforms Ryu's rage into swirling balls of fire, destroying anything in Ryu's path. Lasts a limited period of time.

Ninjutsu Items






	Shuriken (3 Points)	A basic technique, it throws a shuriken straight ahead to damage enemies.
	Windmill Shuriken (5 Points)	A more advanced technique, it throws a large shuriken that returns to Ryu like a boomerang. Due to its heft, the blade continues on even after cutting through an enemy.
	Art of the Fire Wheel (5 Points)	An impressive technique that shoots three rings of fire up diagonally. Use it to attack targets above Ryu.
	Jump and Slash (5 Points)	Press X while jumping. Ryu spins in the air, cutting anything around him until he lands.

Ninja Gaiden II Items

In Ninja Gaiden II, items fall from destroyed Dragon Jewels.






Item		
	Ninjutsu Power	In Ninja Gaiden II, the blue items are worth 5 points and the red give Ryu the maximum number of points.
	Dragon Scroll	Increases the maximum limit on Ninjutsu points.
	Bonus	Increases your points. Blue is worth 1000 points, and red 2000.
	Medicine	Restores 6 bars of Ryu's health.
	1-Up	Increases Ryu's remaining lives by one.
	Phantom Double	Doubles of Ryu appear, mimicking his movements and attacks. Up to 2 doubles can be made to appear.

Ninjutsu Items






	Shuriken (5 Points)	A basic technique, it throws a shuriken straight ahead to damage enemies.
	Windmill Shuriken (10 Points)	A more advanced technique, it throws a large shuriken that returns to Ryu like a boomerang. Due to its heft, the blade continues on even after cutting through an enemy.
	Art of the Fire Wheel (8 Points)	An impressive technique that shoots three rings of fire up diagonally. Use it to attack targets above Ryu.
	Fire Dragon Ball (5 Points)	Unleashes the energy of the Dragon Sword as a fire ball that shoots down diagonally.
	Invincible Fire Wheel (15 Points)	This technique, which was automatic in NG I, has become a freely usable Ninjutsu attack by NG II. It makes Ryu invincible for 4 seconds.

Ninja Gaiden III Items

In Ninja Gaiden III, you can tell which item is held in each Dragon

Item		
	Ninjutsu Power	In Ninja Gaiden III, blue items are worth 10 points and the red give Ryu the maximum number of points
	Dragon Scroll	Increases the maximum limit on Ninjutsu points.
	Medicine	Restores 6 bars of Ryu's health.
	1-Up	Increases Ryu's remaining lives by one.
	Sword Extend	Causes the soul of the dragons to imbue the Dragon Sword with power, extending its reach and attack power.

Ninjutsu Items

	Windmill Shuriken (10 Points)	A more advanced technique, it throws a large shuriken that returns to Ryu like a boomerang. Due to its heft, the blade continues on even after cutting through an enemy.
	Art of the Fire Wheel (8 Points)	An impressive technique that shoots three rings of fire up diagonally. Use it to attack targets above Ryu.
	Fire Dragon Ball (8 Points)	Unleashes the energy of the Dragon Sword as a fire ball that shoots down diagonally.
	Vacuum Wave Art (10 Points)	A technique that uses Ryu's built-up Ki power to unleash vacuum waves above and below him. It is very useful when climbing walls.
	Invincible Fire Wheel (20 Points)	The ultimate Ninjutsu, it manifests the aura of the dragons as swirling balls of flame around Ryu. It makes him invincible for 4 seconds.

Tips

- **Melee and Projectile Weapons can be used at the same time. Learn how to combine them effectively!**

- **Wall-based attacks have a high damage potential. Aerial combat shows the true worth of the Ninja!**

- **Shuriken can be thrown at any time. Use them to slow down your opponents!**

- **Knowing when to defend is the mark of a true Ninja.**

- **If you see blue coloring in certain areas of a stage, be sure to explore them fully!**

- **Learn how to fully utilize the Wind Run homing jump. Use it in combination with the normal jump when necessary!**



• **Try to pull off combos. The longer the combo, the more Essence you will receive from combat!**



• **Use your Ultimate Techniques!**

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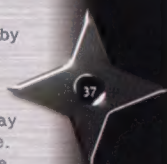
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The enemy expects an attack. The ground is not always the best way to achieve victory.
Strength is not measured by your sword. Your sword battles your attention to detail. Attacking
enemy territory demands stealth. When alone and surrounded, power is your ally. With high-ground
advantage comes the power of an army. Battle dangerous situations with trickiness. Show no mercy
to your enemy, for it will not show it to you. The Enemy takes many forms. To be lethal demands
adaptation. Use your environment to your advantage. Patience can achieve victory faster. Prolonging
can be destructive. Awareness is more than what you see. The ninja art comes from your harmony with nature.
In doing battle, it victory takes form. To overcome the enemy
without battle is the way of a skilled warrior. Victory is achieved when you know when and when not to go
into battle. When in battle, use conventional methods to engage, use the extraordinary to attain victory.
The skilled warrior summons the enemy, and is not summoned by it. Misdirection aids to the ability of the
ninja. Take the form of water, infinitely changeable and always in balance. To attack the strong demands
strength and consistency. Combos are the most destructive. Overcome obstacles by investigating the
to act with the mind, body, and spirit is superior to an excess in any one



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